

OTHERWORLDLY FLORA

The K'Nyall are not the only creatures an adventurer should watch out for while in the depths of the Undermountain. The fields of giant mushrooms that can be found almost everywhere, growing atop ruined castles and in the walls of the fissures are much more than just a quirk of the environment.

The Setva are a race of sentient mushrooms, with countless sub-species ranging from small, inoffensive fungi to gigantic behemoths of earth and fungal flesh. They function in hive-minded colonies of sorts, extending beneath the earth in a network of mycelium tendrils, connecting every single plant in the Undermountain to the great Setva colonies.

Different fields within the region do have what appear to be different types of Setva, when they are in fact part of the same great consciousness

SPECIALIZED FUNCTIONS

The Setva are mostly comprised of common mushrooms. Some are a vital part of the ecosystem, such as the Paleas Fungi, a very nutritious shroom intended to feed many of the critters of the region. These little animals then spread the Setva's spores unto new territories, allowing more Paleas to grow.

Other types of Setva, however, are more imposing. The Magnus Fungi, for example, is a mushroom the size of a tree, designed by the hive mind to protect the smaller Setva from the environment, while also working as a refuge for other creatures of the Undermountain.

Every inhabitant of the region knows to respect the fields of mushrooms. Even the K'Nyall –who for all intents and purposes are evil, ravenous beings– stay away from the Setva, for the entire ecosystem of the Undermountain is dependent on their otherworldly flora.

THE WALKING SHROOMS

The most noteworthy of Setva are not the myriad of different mushrooms you can sometimes even find on the surface, but rather the towering, *walking* kind, the guardians –can they be called citizens? – of the mycelium kingdom.

Some of these specimens are almost identical to the Magnus Fungi, until they sprout legs and arms and start barreling towards you. The soldiers, the defenders, even the learned scholars of the Setva are all walking, humanoid-shaped creatures.

Some are even travelers. They journey beyond the Undermountain, to collect information for the hive mind. Yet, of all the different Setva that roam the Undermountain, none compare to the Fungolem, shepherds of the mushroom fields.

Named by a wizard who thought himself funnier than he truly was, the Fungolem are one of the most dangerous creatures of the Undermountain. They are great avatars of the fungal hive mind, capable of independent thought and speech, and devoted to the overall well-being of their fields. They can be friendly to adventurers, but cross the Setva in any way, they will hunt you down so long as you remain within the Undermountain.





SETVA TENDER

Tiny plant, unaligned

Armor Class 8 (natural armor)

Hit Points 5 (1d4 + 2)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-5)	8 (-1)	14 (+2)	3 (-4)	5 (-3)	3 (-4)

Condition Immunities blinded, paralyzed, poisoned

Damage Immunities poison

Senses tremorsense 60 ft., passive Perception 7

Languages None

Challenge 0 (10 XP)

False Appearance. While the Tender remains motionless, it is indistinguishable from a normal mushroom.

Spore Carrier. The Setva Tender carries in its head several blooms carrying spores. When the Tender takes damage, these spores are released in a poisonous cloud, dealing 1d4 poison damage to all creatures within 5 feet of the Tender.

A creature that is damaged by these spores is *Marked* until they finish a long rest. Allied plants have advantage on attack rolls against the target. The *Marked* condition can be cleansed by a lesser restoration spell or any poison antidote. Creatures that are immune to poison are not affected.

Fungal Life. The Setva regains 5 hit points at the start of its turn. If the Tender takes fire damage, this trait doesn't function at the start of the Tender's next turn. The Tender dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Headbutt. *Melee Weapon Attack:* +1 to hit, reach 5ft., one target. *Hit* 1 (1d4 - 2) piercing damage.

Release Spores. The Setva Tender deals 1 damage to itself.



SETVA SENTINEL

Small plant, unaligned

Armor Class 12 (natural armor)

Hit Points 5 (3d6 + 9)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (-)	16 (+3)	3 (-4)	12 (+1)	3 (-4)

Skills Perception +5

Condition Immunities blinded, paralyzed, poisoned

Damage Immunities poison

Senses tremorsense 60 ft., passive Perception 15

Languages None

Challenge 1 (200 XP)

Fungal Life. The Setva regains 5 hit points at the start of its turn. If the Sentinel takes fire damage, this trait doesn't function at the start of the Sentinel's next turn. The Sentinel dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sentient Alarm. Setva Sentinels are the alarm system of the mushroom fields. The Sentinel has a +5 bonus to initiative rolls and gains 10 feet of movement on the first round of combat.

ACTIONS

Entangling Strike. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 6 (1d6 + 2) bludgeoning damage. If the target is standing on soil, it must succeed on a DC 13 Strength saving throw or be restrained by mycelium tendrils.

Call Fungolem. The Setva begins to send signals through the underground fungal network. At the start of its next turn, it will alert a Fungolem within 1000 feet, relaying its location and the threat it faces.

FUNGOLEM

Huge plant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 210 (20d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	18 (+4)	7 (-2)	18 (+4)	10 (-)

Saving Throws Str +12, Con +9, Wis +9

Condition Immunities blinded, paralyzed, poisoned

Damage Immunities poison

Senses tremorsense 60 ft., passive Perception 14

Languages Druidic, Sylvan, Undercommon

Challenge 13 (10,000 XP)

Siege Monster. The Fungolem deals double damage to objects and structures.

Regeneration. The Fungolem regains 10 hit points at the start of its turn. If the Fungolem takes fire damage, this trait doesn't function at the start of the Fungolem's next turn. The Fungolem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Shroud of Spores. The Fungolem is surrounded by a thick cloud of spores at all times. Creatures cannot attack the Fungolem with advantage while within 10 feet of the Fungolem. At the start of each of its turns, the Fungolem can choose one of the following auras, that will remain active until it is changed:

- **Necrotic Spores:** creatures that aren't Plants take 7 (2d6) necrotic damage if they end their turn within 10 feet of the Fungolem.
- **Poisonous Spores:** creatures that aren't Plants that start their turn within 10 feet of the Fungolem must succeed on a DC 17 Constitution saving throw or be poisoned for a minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Quickening Spores:** the Fungolem and all Plants within 10 feet increase their speed by 20 feet. This ability does not stack with other sources of increased movement.
- **Mending Spores:** the Fungolem and all Plants within 10 feet restore 6 (1d10) hit points at the end of their turn.

ACTIONS

Multiattack. The Fungolem makes two *Slam* attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage. All creatures within 5 feet of the target must succeed on a DC 20 Dexterity saving throw or take 17 (3d10) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

Spore Breath (Recharge 5-6). The Fungolem exhales poisonous spores in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is *poisoned* and has its speed halved for a minute, or until the poisoned condition is removed.



FROM "GARAS' LOG OF EXPLORATION"

When we discovered this creature, we called it the Fungus Guardian. Regrettably, Runo got his hands on the files before our first publication. I must admit I do not dislike its new name, but I do object to its veracity. The... "Fungolem" is not a Golem at all, or at least, it doesn't meet the requirements to qualify as one. Runo argues it looks the part, and well, threatens to pull out our funding if we don't keep the name.

The creature itself is a sentient, old, and very wise plant, a manifestation of the Setva's fungal hive mind, native to the Undermountain. This "golem" of thick flesh is both a guardian of the spore fields where the Setva reproduce, and an avatar for the Setva to communicate with other sentient races.

Several of these... ugh, Fungolems can be found in herds, guarding the Setva's territory against intrusion. They aren't hostile, but will attack if they believe their fields to be in danger.

As part of a hive mind, these behemoths share a singular consciousness, and remember everything, even after death. Do treat them with deference – they are a powerful ally to have.

– Yrith Garas, Threadmaster of Discovery and Exploration